# Ravin Patel

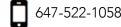
SOFTWARE DEVELOPER

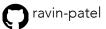
#### **EDUCATION:**

Ryerson University Computer Science Class of 2017

### **CONTACT:**

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#### **RELATABLE COURSES:**

**CPS305** Data Structures

**CPS311** Object oriented programming and design

**CPS406** Software Engineering

**CPS633** Computer Security

**CPS616** Advanced Algorithms (Currently enrolled)

**CPS506** Comparative Programming Languages (Currently enrolled)

MTH310 Calculus and Computational Method

MTH210 Discrete Mathematics

MTH304 Probability and Statistics

MTH816 Cryptography

## **TECHNICAL SKILLS**

**Proficient in**\_ JAVA, HTML5, CSS3, UNIX/LINUX, Bash, C, Microsoft Visual Basic's, **Basic Knowledge of** C++, Android SDK, JavaScript

**Familiar with** Software Development Cycles (Waterfall, Iterative), UML2.0 diagram **Software Experience** Xcode, Eclipse, JGrasp, VIM, Gedit, Sublime Text, Notepad +

+, Easy 68k, Microsoft Visual Studios, Brackets, Adobe Photoshop, Arduino

## **PROJECTS**

**Website Portfolio** Currently working on a website portfolio using the modern day web-developing tool HTML5 and CCS3

**AES 128 Encryption** Generating random keys and initialization vectors to securely encrypt the users message using AES 128. Developed with object oriented Java **Auto Complete** Developed using Trie's in C. This program automatically predicts the remaining characters in a word based on what has been typed, these words are determined from a small library of 20000 word.

**Conway's Game Of Life Simulation** A 'cellular automaton' simulation that was developed in Multi-Threaded C programming (Completed March 2015)

**Arduino Project** Embedded an alarm clock with a stopwatch feature that allows you to choose between various popular songs as an alarm. (Completed in April 2015) **PacMan Game** Predetor-Prey behaviour game played with the mouse controlling classic character Pac-Man, done with objected oriented Java.

## **WORK EXPERIENCE**

Supervisor at Canada's Wonderland

Aug 2014 - Nov 2015

- Provide direction and delegate tasks to all associates
- Complete the weekly inventory and associate scheduling
- Provide training, development and ongoing performance feedback with appraisals and corrective action
- Liaise with Area Supervisor to operate efficiently and produce budgeted financial results

#### Team Lead at Canada's Wonderland

Mar 2014 - Aug 2014

- Assist with ensuring the smooth operation of assigned restaurant unit
- Job training and development of associates
- Help with creation and execution of motivational plans
- Ordering and completion of locations weekly inventory
- Complete administrative duties and paperwork as required

## **SOFT SKILLS**

- Effective interpersonal skills with the ability to collaborate and work well in a team oriented environment
- Ability to understand and communicate complex situations, clearly and simply, by listening and conveying difficult messages
- Thorough and analytical, and capable of applying logic to solve problems
- Initiative to actively seek new knowledge and constantly looking to improve my skills
- Passion for innovative ideas and technologies coupled with desire to make an impact
- Excellent leadership and adaptability, with willingness to readily and voluntarily take ownership of challenging tasks and problems